TI 99/4A Contest Dupe Program

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Without a disk drive it is difficult to store and access large amounts of data quickly. This program was developed for the contester, with an unexpanded TI 99/4A (16k RAM) and no disk drive. It allows the user to continuously store and analyze calls that will assist in eliminating duplicate contacts.

The program is written in extended BASIC for extra test commands, program efficiency, and execution speed. It will store between 900 and 1000 calls, depending on the lengths of the call signs stored. It also performs the following functions continuously during a contest:

* store call signs per band (10 unit call sign limit)
* erase call signs per band
* indicate QSO number/total
* modify QSO number/total
* search call sign bank and indicate result

Program Execution

After the program is in the RAM and "run" is entered, the computer will ask for an input indicating the band you wish to work. Type in 10, 15, 20, 40, or 80, and press enter. The program will store all contacts made by band, therefore, the program must be notified immediately of a band change. The band currently being worked is continuously displayed on the screen.

A three item main menu will now be displayed allowing: (1) change of band; (2) entry of a callsign; and (3) change of contact number or QSO total (whichever you choose to keep track of).

Function no. 1 is executed by simply entering the band you will be operating, then press enter. To enter a call sign for memory search, type in the call and press enter. The computer will review its bank of previously stored calls for the band in use and advise you of the search result in the following manner.

If the call is not already stored, a two item menu is displayed. Option "0" stores the call sign and returns you to the main menu. Option "1" returns to the main menu with no action taken.

If the call is already stored, a two item menu is again displayed. Option "1" returns you to the main menu, and Option "2" erases the call sign for the band being worked, and returns to the main menu.

The last item on the main menu is "NR." It stands for number change and is a useful feature to accommodate mistakes in serial number or contact totals. When you type NR and press enter, an input prompt appears, asking for a new number. Once the number is entered, all new contacts are automatically increment from the new total. The program now returns to the main menu.

The program contains a safety feature to prevent the program from crashing should you exceed the memory limits of the 16k RAM. If you are adding call signs and the next call to be entered goes beyond the available memory, the statement, "Call sign storage band full" is displayed and the program will return to the main menu. At this point, the program will not accept other data, but it can be used for duping purposes.

This program has been tested and used successfully in a major contest. The group's total was 380 contacts with no noticeable search time. One result from the contest experience was the addition of the call erase and renumber routine. I hope this program will add to your enjoyment of both computing and contesting.

PROGRAM LISTING

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1 CALL CLEAR :: DIM L$(11ØØ) ::
B,D,F,H,J=1 :: DISPLAY AT(5,1):"
CONTACTS-Ø" :: DISPLAY AT(1Ø,6):
"BAND?" :: GOTO 4 :: O,A,C,E,G,I
=Ø
2 DISPLAY AT(3,1):"BAND-";B$;"M"
3 GOSUB 23 :: DISPLAY AT(1Ø,1):"
ENTER :": :"> STATION CALL": :">
 BAND IN USE": :"> NR--TO CHANGE
 CONTACT #"
4 ACCEPT AT(2Ø,3)BEEP:B$ :: ON E
RROR 26
5 IF B$="1Ø" THEN C$="1" :: GOTO
 2 ELSE IF B$="15" THEN C$="2" :
: GOTO 2 ELSE IF B$="2Ø" THEN C$
="" :: GOTO 2 ELSE IF B$="4Ø" TH
EN C$="4" :: GOTO 2
6 IF B$="8Ø" THEN C$="5" :: GOTO
 2 ELSE IF B$="NR" THEN 25
7 A$=B$&C$ :: IF B$="" THEN 3 EL
SE K=ASC(SEG$(A$,1,1))
8 IF K<58 THEN P=A :: M=B :: GOT
O 1Ø ELSE IF K<71 THEN P=C :: M=
D :: GOTO 1Ø ELSE IF K<78 THEN P
=E :: M=F :: GOTO 1Ø
9 IF K<85 THEN P=G :: M=H :: GOT
O 1Ø ELSE P=I :: M=J
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1Ø FOR N=M TO M+P-1 :: IF A$=L$(
N) THEN 12
11 NEXT N :: GOTO 14
12 GOSUB 23 :: DISPLAY AT(1Ø,1):
"CALL ";B$;" IS LOGGED": : : :"E
NTER :": :"> 1--TO CONTINUE": :"
> 2--TO ERASE CALL"
13 CALL KEY(Ø,U,V):: IF V=Ø THEN
 13 ELSE IF U=49 THEN 3 ELSE IF
U=5Ø THEN 24 ELSE 13
14 GOSUB 23 :: DISPLAY AT(1Ø,1):
"CALL ";B$;" IS NOT LOGGED": : :
 :"ENTER :": :"> Ø--TO STORE CAL
L": :"> 1--TO CONTINUE"
15 CALL KEY (Ø,M,N):: IF M<48 OR
 M>49 THEN 15 ELSE IF M=49 THEN
GOSUB 23 :: GOTO 3
16 GOSUB 23 :: O=O+1 :: DISPLAY
AT (5,1Ø):STR$(O)
17 IF K>84 THEN L$(J+I)=A$ :: I=
I+1 :: GOTO 3
18 IF K>77 THEN L$(J+I)=L$(J) ::
 L$(H+G)=L$(H) :: L$(H)=A$ :: J=
J+1 :: G=G+1 :: GOTO 3
19 IF K>7Ø THEN L$(J+I)=L$(J) ::
 L$(H+G)=L$(H) :: L$(E+F)=L$(F)
:: L$(F)=A$ :: J=J+1 :: H=H+1 ::
 E=E+1 :: GOTO 3
2Ø IF K>64 THEN L$(J+I)=L$(J) ::
 L$(H+G)=L$(H) :: L$(E+F)=L$(F)
:: L$(C+D)=L$(D) :: L$(D)=A$ ::
J=J+1 :: C=C+1 :: H=H+1 :: F=F+1
 :: GOTO 3
21 IF K>47 THEN L$(J+I)=L$(J) ::
 L$(H+G)=L$(H) :: L$(E+F)=L$(F)
:: L$(C+D)=L$(D) :: L$(A+B)=L$(B
) :: L$(B)=A$
22 J=J+1 :: H=H+1 :: F=F+1 :: D=
D+1 :: A=A+1 :: GOTO 3
23 CALL HCHAR(1Ø,1,32,448):: RET
URN
24 GOSUB 23 :: L$(N)="" :: GOTO
3
25 GOSUB 23 :: DISPLAY AT(1Ø,1):
"ENTER NEW CONTACT NUMBER" :: AC
CEPT AT(13,3):O :: DISPLAY AT(5,
1Ø):STR$(O):: GOTO 3
26 GOSUB 23 :: O=O-1 :: DISPLAY
AT(5,1Ø):O :: DISPLAY AT(1Ø,1):"
CALLSIGN STORAGE BANK FULL" :: F
OR I=1 TO 6ØØ :: NEXT I :: GOTO
3
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Vehicular Electronics Conference to be Held in Boulder, Colorado

The 1985 IEEE Vehicular Technology Conference will be held in Boulder, CO on May 21-23. The international conference will present technical papers describing state-of-the-art technology for vehicular electronics, including the latest developments in cellular mobile radio and related systems. For information, contact John Murray, Chairman, VTC85, John Murray Associates, 1823 Folsom Street, Boulder, CO 80302, tel. (303) 444-4871.